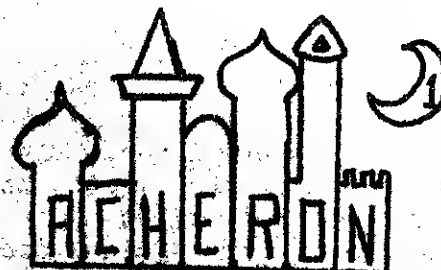


This is **ACHERON**, a Diplomacy gazette and journal of the Diplomacy Division of the WFF Games Bureau. It appears at irregular intervals. It has no guinea. It is free to members of the Division, \$1 for 10 issues to regular members of the Games Bureau, \$1.50 for 10 issues to all others. **ACHERON** appears when I have enough material to fill it up. In some cases, it will be sent to non-subscribers for information purposes if material herein warrants it. This is Pandemonium Pub. #103.



25 December 1969

**Preview:** This issue contains a review of game 1968AC, a number of changes in the categories and requirements of membership, an updating of the Permanent Rules, a discussion of the withdrawal of membership in the Division, and some material on other Division activities. There is also a ballot.

**Membership:** The following individuals (see below) are full members and entitled to vote on all questions: Ken Horvick, Ed Miller, Eric Just, Jeff Kay, Len Lakofka, Bill McHaffie, Don Miller, Ed Miller, Chris Schlotter, Ed Walker, Charles Wells. The following have been invited to join or may have joined—if you have become a full member of the Division and receive this, please return the enclosed ballot: Mike Childers, Ed Cochran, Don Cowan, Larry Fong, Scott Harkin, R. A. Holcombe, Bob Johnson, Dave Johnston, Marty Kirkpatrick, Terry Kuch, Dave Lindsay, Rich Rubin, Larry St Cyr, Don Turnbull, Lee Quinn. The following have previously joined the Division, but will continue in it only if they exercise the obligations of membership: John Koning, John McCallum, Buddy Trevick.

### Special Feature THE SWEDISH GAME OF 1968AC

Game 1968AC appeared in **LA GUERRE**, bearing the designations of, first, LRB, and second, LRB. This game has a number of unusual features, and is being reviewed here because of these and because many of you run rating lists.

Let us point out, first, that the supply-center chart which Buddy provided to several other GMs, and later published, is in error. The figures given are often wrong and all the players are not listed. Further, Turkey's victory was declared before he had achieved a majority of the units on the board (although this was in some sense a technicality). Finally, 1968AC is, in my opinion, not a regular game. The correct **side lists**:

	01	02	03	04	05	06	07	
A	5	5	1	1	1	-	-	—Lisa Harniss (dro F03), Dick Reiter (out F06)
B	5	5	7	8	10	11	12	—Bill Fitzpatrick
C	5	5	5	5	6	7	8	—Anders Swenson (dro F04), Don Cowan
D	5	5	6	7	8	-	-	—Frank Lunney (out F06)
E	4	4	3	4	2	1	-	—Bob Johnson (see F06), dim dia. (out F07)
F	5	4	4	-	-	-	-	—Robert Komada (dro F03), Warr McLeod (out F04)
G	5	6	9	11	13	15	18	—Ed Bristow (see F07)

On several occasions, England was allowed builds in excess of the number of supply centers owned. Another GM error, misreporting French F for an "F Mid" in Spring 1902, had no effect on the game. Other errors were corrected. Unfortunately, this is not always easy to detect, since Buddy often does not publish the fact that corrections have been made.

A more serious GM error occurred in F07—A Changing of the Guard was allowed: ENGLAND: A Nwy-StP, F StP(m)—Nwy. I wrote Buddy about this immediately, since the Division Rules then forbade this move, but received no reply. The move was allowed to stand in F07, moreover. This was the only C.G. in the game, and it did not materially effect its outcome. However, it makes the game a variant, I think.

My first inclination in the case of 1968AC was to declare the game irregular and to exclude it from my own Master Point List, suggesting its exclusion from the rating lists compiled by Division members. However, I think this is a decision which the membership may rightly be called upon to make. This question therefore appears on the enclosed ballot.

The argument against exclusion is simple. Anybody can make an error, so that the ~~excess~~ English builds are not that important. In fact, there is no evidence that any of the players called the errors to Buddy's attention. Further, the builds did not really help England to any degree, and England's extra units were not a factor in the Turkish victory. The Changing of the Guard occurred in the last game-year and had no effect on the game that I can detect. Therefore, it may be argued that 1968AC should be treated as a regular game, despite its irregularities.

The argument for exclusion is just as simple. The Changing of the Guard is the key issue. The Permanent Rules forbade this maneuver when it was made. There is no question of error here; England earlier tried the same moves, and Buddy's notes to them make clear that, in his opinion, they failed only because they were opposed by a Russian unit. The Division Permanent Rules state that a game which uses the Changing of the Guard is not regular—regardless of how much effect that may have on the game itself. There does not seem to be much point in having the Rules if we do not enforce them. We have, really, only two "weapons" at our disposal: expulsion and our rating systems. Since the conditions and procedure for the former have yet to be defined, we are left with only the latter.

The Division Chief therefore urges the membership to declare 1968AC an irregular game and to request its exclusion from all rating lists. This decision, if made, will not be a binding one, considering the nature of our organization. It will be, however, a decision which should not be ignored.

#### MEMBERSHIP

The question of membership in the Division is still a thorny one. Many of you have objected to the publication-member system. I will admit that it is complex, and I have found it difficult to administer. Therefore, I am going to reform the membership system to make it (I hope) more rational. As of 1 January 1970 we will have the following categories:

1. Full Member: Persons who are Gamesmasters of one or more regular games, as defined by the Permanent Rules. Full rights and privileges.
2. Associate Members: Persons who are Gamesmasters of irregular, variant, or Diplomacy-related (but not regular) games; persons who are not GMs, but edit or publish Diplomacy(-related) games. May not serve as Division Chief; may not vote on questions involving the Permanent Rules, nor the enforcement thereof, nor questions involving the status of full members.
3. Auxiliary Members: Persons who meet the qualifications for 1 or 2, but cannot meet one or more of the conditions of membership. An Auxiliary-Associate Member may be admitted by a vote of 1/2 the entire membership; an Auxiliary-Full Member may be admitted by a vote of 2/3 the Full and Auxiliary-Full membership.
4. Honorary Members: Other persons, admitted for cause (significant contribution to Diplomacy). Admission to Honorary-Associate membership is by 2/3 vote of the entire membership; admission to Honorary-Full membership is by unanimous vote of the Full and Auxiliary-Full membership. Only one person may be admitted in each class of honorary membership in any year. Various conditions of membership or imports may be deleted as part of admission procedure. \*

I might add that "vote" means "those actually casting a ballot".

I would like to propose Allan B. Calhauer for Honorary-Full membership for 1970. I propose further that any future Division dues be cancelled in Mr. Calhauer's case and that the Division pay his membership fee in the Games Bureau.

Membership Again—As this was being written, Sid Cochran confirmed his accession to the Division, with ORODUM. David May is also a member.

LONELY MOUNTAIN, revisited. I have been conducting membership negotiations with the men of the LM 'sine, with some results. The problem boils down to two specific issues: first, our Permanent Rules require the use of Koning's Rule, which LM does not use; second, our Permanent Rules forbid the use of Cutting One's Own Throat, which LM does use.

In my opinion, this situation is resolvable through the use of compromise. If the Division cannot compromise and adjust, there is no use having it. Therefore, I have, as spokesman for the Division, suggested the following: First, any LM Gamesmaster joining the Division will adopt Koning's Rule, either for his present and all future games, or for all future games only. Second, the Division will drop the prohibition on Cutting One's Own Throat (i.e., we will not require it, but also will not forbid it). Since some of the LM people use Koning's Rule, the second suggestion is the more important. It represents only a small—but important—concession on our part. It is also a concession to the actual text of the Rules, since they do not specify that an attack from the side, in order to cut support, must be by a unit of a different player. Since the adjustment is, in fact, quite minor, and since it is nevertheless important to the future of the Division that we take this step, I am not going to call for a formal vote, but rather for formal objections. If any full member of the Division registers an objection to removing Cutting One's Own Throat from our "Forbidden list", and does so by the deadline stated on the ballot, the prohibition will stand. I sincerely hope that none of you will so object.

#### CONDITIONS OF DIVISION MEMBERSHIP

Because of the change in type of membership, these have been modified; I am also taking into consideration some few comments which have reached me concerning these so that perhaps these will be a bit more ...rational?

1. Each Member, regardless of category, must be at all times a regular member of the HFFG Games Bureau.
2. Each member must indicate, in each issue of any Diplomacy or Diplomacy-related 'sine he publishes, his affiliation with the Division.
3. In each such publication, the member must periodically urge his readers to join the Games Bureau. This should be no less often than twice yearly, preferably in January and May or June.
4. Each member must trade with each other member, all-for-all (if he publishes).
  - a. If the member is co-editor with (an) other member(s), one copy of their 'sine suffices for all of them.
  - b. If the member is editor of a sub-'sine within a hydrasine set-up, the entire hydrasine is normally considered his trade obligation; however, if this is not possible, he should make special arrangements.
  - c. If the member edits/publishes more than one 'sine, he will designate one of them, in consultation with the Division Chief, as his Main Title. His trade obligation will extend only to his Main Title.
5. Each member who is a Gamesmaster of one or more regular Diplomacy games will observe the Division Permanent Rules in all such games.
6. Each member will participate actively in Division activities; particularly, he will be expected to return all Division ballots sent to him.

Main Titles: For following are suggested as Main Titles for Division members: Ken Borecki, ROMAN; Jeff Key, LEBOR CARALA; Bill McDuffie, VERBAL CHAOS, LTD.; Don Miller, DIPLOPHOBIA; Len Lakofka, LIAISONS DANGEREUSES; Chris Schleicher, ATLANTIS; Rod Walker, NUBENOR.

Note: Rod Walker & Dave May both trade NUBENOR. A single copy of your trade should go to Rod's address (5058 Hawley Blvd., San Diego CA 92116). Charles Wells, Sid Cochran, and any other LMers who join will trade LONELY MOUNTAIN. Your single

trade copy should be sent, in all cases, to T. D. C. Kuch, 7554 Spring Lake Dr., Bethesda MD 20034.

What is a Regular Game? A regular game is defined as any Diplomacy game, of 7 or fewer people, which conforms to any edition of the rules published by Games Research, Inc., or to the 1959 Allan Calhaver rules, and which is conducted postally or under conditions which duplicate those of a postal game. These conditions are primarily two: first, moves are considerably delayed, so that there is a potential for very extensive diplomacy; second, diplomacy is entirely secret, so that nobody knows who is negotiating with whom. Either postal or telephone communications suffice for the latter, as well as delayed-move in-person games, conducted under conditions in which the players may meet without other players being aware that this has happened. A regular game is also one in which the moves are reported in writing, and in which these published results are made available to the general Diplomacy public (i.e., other than the players), in at least a limited fashion. If there is a loophole in this definition, I'll plug it later. I might add that a game cannot qualify as a regular game unless it has received a Boardman Number.

#### THE DIVISION PERMANENT RULES

These Rules must be observed in all regular games. They may be added to, or changed, by unanimous vote of the Full Members.

1. Koning's Rule. A unit attempting to enter a space is not stood off by another (equally supported) unit attempting to enter the same space if the second unit is, in that season, dislodged by an attack coming from the said space. Thus: ENGLAND: F Nwy-StP S by F Bar, F Nth-Nwy; RUSSIA: F StP(no)-Nwy /d/.

2. A country may stand off a supported attack on a space by means of an equally well supported attack even if the said space is occupied by one of its own units and that unit has been ordered to move. The "Chalker Rule", which holds otherwise, will not be observed.

3. The Reinhardt Gambit. Of two units of the same country, each of which is trying to enter a space, one may succeed against the other if it has greater support, either from units of its own or from those of another country.

4. The following are forbidden (this reflects results of 5 Oct 69 ballot):

a. Convoy through alternate routes (The Shagrin Alternate Convoy). This order is treated either as invalid or as an order to convoy through all of the named fleets.

b. Changing of the Guard. An army and a fleet, in adjacent coastal provinces, may not exchange places.

c. The Mislaid Army. The order for an army being convoyed and the order(s) for the donvoying fleet(s) must agree or the convoy is invalid.

d. Cutting of the Cutting of the Support. There is no way in which an "attack from the side" may invalidate the effects of an attack in the same way that a support is "out" but such an attack.

e. Support by convoy. Support may not be convoyed.

f. Retreat by convoy. A retreating unit may not be convoyed.

g. The Spring Raid. The position of units at the end of Spring moves in no way affects the ownership of supply provinces.

h. Convoy through land. A fleet in any province (as opposed to a "body of water") may not convoy.

i. The "Boogey-Man Rule". An army, dislodged by an attack from a double-coasted province, may under no conditions, retreat to the said province.

j. Walker's Dilemma. A player may not invalidate an attack on one of his units by supporting it with another; the support, not the attack, is invalid.

k. The Key Rule (The Swenson Rule). A unit, ordered to move but failing to do so, may still stand off an unsupported attack on its present location. It is not dislodged by any such attack.

5. An army may be convoyed between two provinces which are contiguous.



Under the present system of voting, each member has one vote. On votes regarding the Permanent Rules, voting is restricted to Full Members. On other votes, everybody gets into the act.

It seems to me, however, that it would be more equitable to distribute votes more on a population basis. I am therefore making the following proposal. Namely, that on votes regarding the Rules, each Full Member casts one vote for each regular game of which he is currently the Gamemaster.

This proposal would not change the one-member one-vote concept for all other matters.

Some will observe that changes in the Permanent Rules require a unanimous vote. True; however, enforcement of those Rules, and other matters relating to them, will not require unanimity. Therefore, this change in recording votes will have considerable practical effect on the outcome of some ballots.

I would appreciate your thoughts on this. There is a space on the enclosed ballot for a preliminary vote and discussion.

#### DUES

Oh! A really touchy subject. As you can see, I am publishing a Division 'zine and will no doubt do other things as well. I would greatly appreciate some financial assistance. I am therefore suggesting annual dues for the Division, in the amount of \$1 per year, due and payable in January of each year. This will entitle you to all issues of ACHERON, which will be at least quarterly, plus all copies of my completed game series, which will commence in 1970. Since, for others, I will charge \$1 a year for the former and \$4 a sheet for the latter, you will doubtless do better financially on this package deal.

On the enclosed ballot, you will find a place for your approval of the dues. If they are not approved, I cannot guarantee how much I will be able to do for the Division during the next year. This will, of course, raise your effective cost of Division membership to \$2 a year; however, you are getting benefits on both ends.

#### EXPULSION FROM MEMBERSHIP

I hope we never have to do this, but we ought to have a policy, just in case. I suggest that expulsion be for cause only. There are two groups of causes: those related to the Conditions of Membership, and those which are not so related.

Refer back to page 3 and note the numbered conditions. For violation of each, expulsion is as follows:

1. Automatic; reinstatement is also automatic upon remission of G.B. dues.
2. By majority vote, upon complaint by a member and subsequent failure again to include the required declaration.
3. By majority vote, upon recommendation of Division Chief.
4. By majority vote, upon recommendation of Division Chief.
5. By majority vote, upon complaint by any member. Affected game, if the improper ruling is not corrected and is not mere error, is automatically declared an irregular game. Vote is by Full Members only in this case.
6. Automatic, upon failure to return two successive Division ballots. By 2/3 majority vote upon complaint of any member.

In addition, expulsion by 2/3 majority may also occur for a cause unrelated to the conditions of membership, again upon complaint of any member.

Procedure should always be such as to allow full examination of any case. As a minimum, the question should be raised and statements printed from the directly concerned parties in one issue of ACHERON. In a subsequent issue, at least one month later, a vote may be called for and statements from other members printed. One month should be allowed for the return of any ballots.

As a temporary measure, these procedures are now in effect. The enclosed ballot solicits your suggestions for a final set of procedures, using the above as a working base.

As a new project, the Division is going to attempt to act as a central clearing house for orphan games (or apparently orphan games). Our procedure will be roughly as follows: we will identify games which have not been published for a significant period of time. We will first identify the Gamesmaster to determine if the games are going to be continued.

If he says that he will not continue, and turns the games over to us, we will find foster homes for them. We will also request from the former Gamesmaster a certain residuum of the game fee originally received, based upon the number of issues of his 'zine sent to the players and his subscription rate(s) at the time of the issues. Otherwise, the new Gamesmaster may ask the players for a nominal fee (say, \$1) to help defray his costs in continuing their game.

If the old Gamesmaster says he intends to continue the game, no further action will be taken.

If no reply is received, our next action will be to poll the players. If a majority vote to continue the game and to transfer it, it will be transferred, assuming that nothing further is heard from the former Gamesmaster.

If a game inquiry does not elicit a response from a significant majority of its players, or if a majority vote not to continue the game, it will be declared cancelled to help clear up records.

We have three individuals who will be taking on orphan games, about 2-3 each: Len Lakofka, Bill McDuffie, and Andrew Phillips. The last-named, who will people his new 'zine entirely with orphans, is receiving priority on orphan games.

The four games formerly in SPALD, JR., 1968EX, 1968GO, 1969X, and 1969Y, have been turned over to us for transfer. Only one of these, 1969Y, has received sufficient response from the players (5 out of 7) to justify continuation. Accordingly, it is being transferred to Andrew Phillips. A full review of all four games will be published in ACHERON 2.

In the meantime, our orphan placement system is going to go into effect for the games of AEBLUS and WILD 'N' WOOLY. Letters to the editors of same (Monte Zelazny and Dan Brannan) will be written this month.

Any suggestions any of you may have on this system will be most gratefully received. Those of you who have rating systems, or are otherwise interested: what do we do with a cancelled game? Some of them may be pretty well advanced. Do we declare the largest power winner, the largest powers parties to a draw, the whole thing null and void, what? Should we have cut-off dates for these? I would not like to see a whole game which has gone on for, say, 5 or 6 years or more, simply declared a nullity. I will no doubt have reached a decision on this by next issue, but would appreciate your advice and ideas on this. Jeff? Don? Johns? Anybody?

#### ARCHIVES

The creation of Division Archives is still hanging fire. Tentatively, based on known large collections held by Division members, the following are officially designated: Great Lakes Archives (Charles Wells); Southwest Archives (Jeff Key); Pacific Coast Archives (Rod Walker); Atlantic Coast Archives (Don Miller). Other large collections are held by John Koning, John Boardman, John McCallum, and Dan Alderson.

Hopefully, we will soon be able to begin a system whereby the blanks in archival holdings will be filled in by originals or xerox copies. I hope to be working with Dan Alderson on this. Acheron #2 should contain a listing of materials which can be annotated so that we have an idea of the extent of our various holdings. Then we can work from that point to fill in.

See y'all next month... oh... SPECIAL ANNOUNCEMENT. Jeff Key (by 'phone, 5 January 1970) says that he's been snowed with end-term reports and finals and all like that. THE VOICE, ANIARA, YOBBS, and all that will be out shortly, as soon as he's all caught up. Worry not...